Pro rally-UK 10;11 13/11/00 13:36 Page 2

CONTENTS

1 INSTALLATION GUIDE	4
2 DRIVER SELECTION	4
3 MAIN MENU	5
4 SINGLE PLAYER - GAME MODES	9
5 MULTIPLAYER	20
6 GAME SCREEN	24
7 CREDITS	26
8 TECHNICAL SUPPORT	29

1 Installation Guide

1. Insert the “Pro Rally 2001” CD in your CD-ROM drive

2. In the case where your operating system runs it automatically, move on to point 4.

3. If not, double-click on the “My PC” icon. Then, double-click on the “Pro Rally 2001” icon. The installation program will execute normally.

4. From here, follow the instructions that appear on screen.

To run the game, if it has not executed automatically on inserting the CD, you can perform one of the following steps:

1. Follow point 3 of the previous section, and then press Play.

2. Press the Start button, and select the game from the directory path that is established when installing it (the default is Programs / Ubi Soft / ProRally 2001).

For last minute changes read the file “readme.txt”, located in the CD’s root directory.

2 Driver Selection

The first thing you do on start-up is enter your name. This will allow creating a customised driver which will store the player's configurations and progress in the different game modes. Other drivers can be introduced, and each one will have their own data sheet. There may be a maximum of 10 drivers. If a driver is already entered, the game will go directly to the Main Menu.

In this window you will see the following elements:

✦ List of available drivers. Next to them will appear the percentage of the game completed.

✦ “Create” button: Create a new driver, and a file that will store his/her data.

✦ “Rename” button: Use it to change your driver's name.

✦ “Delete” button: It removes the driver from the list and his/her stored data.

✦ The player's information: It reflects the player’s progress numerically made in each game mode:

Average score from the school out of 10.
Special stages completed in the Arcade mode.
Number of wins in the different Championships. In case there are no wins, the best position attained would appear.

A figure of 100% would appear as a result of obtaining an average of 10 in School mode, completing all the Special Stages in Arcade mode, and winning all Championships.

3 Main Menu

In this menu we can find the following options:

✦ One player (4): It permits entry to the game modes for a single player. It includes: School (4.1), Time trials (4.2), Arcade (4.3) and Championship (4.4).

✦ Multiplayer (5): This option includes the modes for several players, both on the same computer (split screen mode) and on different ones (IPX, modem, etc.).

✦ Options (3.1): Change of general configurations, graphics, sound and controls.

✦ Change driver (2): We move to the screen “Driver Selection”, explained previously.

✦ Credits (8): It shows a list of people that have contributed to develop this game.

✦ Exit (red ‘X' located to the left of the screen): You exit the game. You can also get out of the game, from any menu, by pressing Alt+F4.

3.1 Options

Divided in four sections:

3.1.1 General options

✦ Default camera: It indicates what camera you wish to have when you begin playing. In any case, you can change it in the game with the keys F1 to F4. The camera selected this way will also become the default camera the next time round.

✦ Measurement system: Choice between Kilometres per hour (Km/h) and Miles per hour (MPH).

✦ Gauges: It allows enabling or disabling the following information provided to the player:

- Minimap
- Speedometer
- Time
- Damage Icons

3.1.2 Graphic options

✦ Screen resolution: It allows choosing the resolution at which you want to play the game, from a minimum of 640x480 to a maximum of 1600x1200, according to the graphics card and the available monitor. Naturally, a higher resolution increases the graphics quality but reduces performance. Recommended only for powerful computers.

✦ Colour Bits: It indicates the colour depth for the graphics. With 32 bits, the images will be slightly better, but they will require more machine resources. Some cards do not support 32 bit colour.

✦ Vertical synchronisation: It waits for the screen refresh to draw the next image (or frame). This limits the images per second to the monitor frequency, but can cause minor display problems, particularly with old cards.

✦ Level of detail: It allows adjusting the level of detail to smooth out abrupt movements in the game (a low number of frames per second). It can be adjusted both in visibility, car details, lights, shadows and special effects. It is possible to adjust the level of detail for the split screen game mode.

3.1.3 Sound Options

Here the sound volumes of the game can be adjusted in the following categories:

✦ Car: Loudness of the motor and other related sounds such as the car's mechanics (brakes, turbo, gears, skidding, nature of the driving surface, etc.).

✦ Co-pilot: The co-pilot's verbal indications in the game (warning of curves or hazards, countdown, etc.) and verbal information in the menus.

✦ Environment: It includes all the overall sounds, among which are included: weather, public, sounds of nature, etc.

✦ Music: Music volume both in the game and in the menus.

Placing the indicator at the minimum position is equivalent to turning this sound off. Anyway, it is possible to adjust the sound from inside the game itself from the drop-down menu using the 'Esc' key.

In addition, it is possible to determine the sound output for a better adjustment of the game sound (these modifications are only possible if the card supports 3D options).

Among your options are:

- ✦ 1 speaker: Mono Sound.
- ✦ 2 speakers: Stereo Sound.
- ✦ 4 speakers: Quadraphonic sound.
- ✦ Surround Sound
- ✦ Earphones

3.1.4 Control

On this screen you can choose the peripheral to control the car, and redefine the keys. There are 3 default controls: Keyboard, Joystick and Steering wheel. Once the central peripheral is chosen, it is possible even to combine them (for example, using the keyboard for movement and a joystick for acceleration and braking control (or vice versa), a steering wheel for the direction and the keyboard for hand brake, etc.).
With the white arrows you can change the default control. To assign a different key to a function, it is only necessary to press it and then the chosen key.
The default keys are the following:

Action	Key
Accelerate	↑
Brake	↓
Right *	
Left *	
Hand brake	Space
Change up	Shift (key located above Control key)
Change down	Control (or Ctrl)
Re-establish car	Q

* These controls cannot be changed if a steering wheel is used.

In addition, other non-configurable keys exist:

Action	Key
Camera 1 - In front of the car	F1
Camera 2 - Inside the car	F2
Camera 3 - Rear low	F3
Camera 4 - Rear high	F4
Esc or F10	Pause and displays the Game Menu

4 Single player - Game modes

In this category are found all the game modes for one player. These are divided into:

- ✦ School (4.1)
- ✦ Time trials (4.2)
- ✦ Arcade (4.3)
- ✦ Championship (4.4)

4.1 School

Here, you will have to pass all the tests in order to be considered a driver with the minimum level to enter professional championships. Therefore, you will not be able to enter the Championship mode if you have not managed to finish this mode with a score of at least 5.

Pro rally-UK 10;11 13/11/00 13:36 Page 10

The first 6 tests are held in a parking lot where different routes are recreated to evaluate the most basic skills of a Rally driver:

- ✦ 90º Curves
- ✦ Circuit in figure of '8'
- ✦ Slalom
- ✦ 180º Curves
- ✦ 90 and 180º Curves
- ✦ Complex circuit that mixes all the skills.

Once you pass, you graduate to 4 tests on actual road sections, over different types of terrain, to evaluate your skills in the car under the different conditions with those that you will face in future Rallies.

The tests follow a linear sequence. That is to say, to take test number 4, you have to have passed the previous tests. On the screen where the tests appear, you only have to click on them to enter the test and try to pass it or improve your grade. We enter now into the next screen:

4.1.1 Test information

Here the objective of the test is indicated to you, which normally is completing a given number of circuits in the least possible time. The small text will indicate the technique that you should use to attain it, as well as a small video of the route. You may also see the rerun of the test performed by an instructor training you with more precision, details such as the distance where you should begin to brake, the most appropriate turning angle for each curve, etc. You can use this video as a guide, but never let it be a text book for you, because each driver tends to develop his own driving style. Similarly, you will be able to see the best times performed previously and the best score achieved by the current driver.

Click on the “Next” button (green arrow), to begin the test.

4.1.2 Scoring

In the Rallies, not only is the time important in which you perform each Special Stage, but also the state in which you leave the car. You can pass various Special Stages before arriving at the Service Park that allows you to fix the damages. Even if you do arrive, too many collision impacts can reduce the performance of your car considerably, and cause you to drop several positions, no matter how well you race.

For that reason, in the school tests both the time you make will be assessed as well the precision of your driving (or, said another way, the absence of damage caused to your car).

The time will be shown as a countdown in the upper part of the screen. If you exceed the maximum damage limit, or if the countdown reaches zero, you will be suspended, and you will have to do the test again. Otherwise, it will be assessed both on the time and the damage and, based on that, a number will be calculated that will be the score of this test.

Keep in mind that to arrive in time does not necessarily mean that you have passed, because between the actual damage and the permissible time, you can be very low in one and the other. Remember that the final grade is the result of the total of both. Also you should achieve a good time and/or a relatively low damage index.

Pro rally-UK 10;11 13/11/00 13:36 Page 12

The School finishes when you have passed all the tests and, therefore, you have a minimum of 5 in the overall grade. At that time you will have access to the first car Championship, Kit Car, where the manufacturers will try to evaluate if you have the sufficient level to continue progressing. Nevertheless, you can continue entering the school to improve your times, to obtain better scores and to raise your overall grade. In fact, if you obtain more than an 8.5 on average, you will be considered an excellent beginner driver, and you may have access to the second championship where you will be able to drive an authentic World Rally Car.

4.2 Time trials

Here the player will be able to race any Special Stages that he/she wants, with any car out of those available in the Championship mode (if this is not open, he/she will be able in any case to have the Kit Car).

Moreover, you can record your time in the form of a ghost car and race against it, trying to beat it. In fact, you can do so against the ghost cars that you wish, by activating them in the corresponding menu. You can even download ghosts files from the Internet and race against them.

To play against the ghost for the time that you have just attained, on finishing the course, you need to choose the “Race again” option in the game menu. You will begin again with the previous ghost. If you choose this option again at the end of the second run, you will be racing against the ghost with the best time in the two runs. But you will lose this ghost when exiting from there, unless, in this menu of the final run, you choose the “Record Ghost” option.

4.3 Arcade

The idea of this mode is not only to afford quick entertainment, separate from the complexity that the other modes offer, but also to provide the player with a different type of playability from the other modes.

The player faces off against 9 competitors that he has to overtake so as to finish the Special Stage successfully. On beginning he/she has a time that is running out. More time can be obtained by catching up with the competitors. If the counter reaches zero, or if any other car arrives before the player, he/she will have lost and will have to repeat the course.

The competitors are ghosts. That is to say, there are no collisions.

From the 24 Special Stages, at the beginning, the first one out of each of the 4 lines will be available. If a Special Stage is completed successfully, the following one will be accessible.

Only cars of the WRC category will be available. Although the cars will deform physically, there will not be any type of mechanical damage, therefore the player is free to use a more aggressive driving method.

Pro rally-UK 10;11 13/11/00 13:36 Page 14

4.4 Championship

4.4.1 Introduction

Here the spirit enters of the Rally itself. This system is based on the following:

Only one car races, without competitors, trying to make the best time in each Special Stage. Once the Special Stage is finished, the time achieved is added to the general time made in previous Stages. At the end of each Stage, you can enter the Service Parks where the damage can be fixed which has occurred during the Special Stage and the car is fine tuned (always within a limited time). On concluding all the Special Stages, all the times are added and some determined points are given to the drivers based on their rating, as follows:

1st	10 points
2nd	6 points
3rd	4 points
4th	3 points
5 th	2 points
6th	1 points

Then, you pass on to another Rally which follows the same scheme, but with differences in its weather, terrain, length of sections, etc. and so forth, until all the Rallies are completed and the championship concluded. The points are added, and the one that has the most points is proclaimed World Champion.

4.4.2 Types of Championship

There are three championships available:

✦ Kit Car: This championship is composed of 6 Rallies, all contested in Europe. The level of the opponents is not very high. You can enter the next Championship by being among the first 5.

✦ WRC: Here only the elite Rally drivers enter. The World Rally Cars are the most powerful cars at this time, and you need to have a high level to be able to dominate them. In this championship you will race 12 Rallies in different countries of the world. You should be among the first 3 in order to pass on to the following Championship.

✦ Legend: As in the previous championship, the 12 Rallies are run. But you have access to group B cars. These cars were manufactured to allow the engineers to introduce all the power that they wanted into their cars, instead of being limited by the rigorous restrictions of the A and WRC groups. However, their official use was cancelled in the mid eighties.

4.4.3 Rules

In the game there are certain discrepancies with the reality. For example, it will be possible to re-establish the car on the highway in case we have strayed too far from it. To do this will incur a penalty of 10 seconds. Notwithstanding, if we stray too much, the program will detect it and will automatically return us to the highway. In this case, there is no penalty. There will also be a penalty, of the same time, in the case where we wish to cut a curve too sharply, or take a short cut over the terrain between two important curves.

Pro rally-UK 10;11 13/11/00 13:36 Page 16

To learn how you are doing in the course, it is not necessary to finish the Special Stage, but rather the player can know his provisional standing as he passes different time check points with regard to the time his competitors made at those same points.

4.4.4 Service Park

In this place you will be allowed to repair the damages that you have caused to the car. You will be presented with 8 bar graphs that will reflect the damage to the 8 elements that may be damaged. Each one of them requires a different repair time. You have a maximum time of 30 minutes for everything, so you will have to choose what elements to fix according to their damage and importance.

Here also you will be able to change the wheel types for the following stages.

4.4.5 Co-pilot

Due to the length and complexity of the total course, the help of a co-pilot is essential, who indicates as accurately as possible the information of the Special Stage that is being contested. He does so in the form of short phrases which describe the event that will happen few seconds later. This includes:

✦ Type of curves: This is the main information, and consists of 3 parts: Direction, degree and additional information.

The direction, as is obvious, can be right or left.
The degree is divided in 5 categories, graded from lesser to higher degree, depending on its start and its end (independently of its length):

Type 1: Short angle (between 5 and 30º) that can be traversed even without braking.
Type 2: Short-medium angle (between 30 and 55º). You will need to brake, or at least ease off the accelerator a little.
Type 3: Medium angle (between 55 and 70º). It is necessary to brake, although perhaps you can cut it on the inside and gain some tenths of a second.
Type 4: Right angle or almost right angle (between 70 and 100º): You should brake beforehand, and perhaps use the hand brake.
Type 5: Hairpin bends (between 100 and 170º): Here the car should brake almost completely. The use of the hand brake is essential for better turning.

Additional information. We have the following:

Long curve (“Long” will be said before the curve): It indicates that the length of the curve is greater than normal. This way, if a “Long Right-4” is announce, even though it is 90º, the arc that it describes can measure many meters, and therefore can be taken as if it was a type 3 curve.

Open and closed curves (you will hear “opens” or “closes”): It indicates that the degree of the curve opens up or closes, respectively, during the turn. A “Left-3, closes” it would be a curve that begins with a degree less than expected for a type 3 curve, but that tightens toward the end, thus having to increase the turning angle.

Distance from the curve. This information will almost always be given on the long straights, where high speeds are reached, and for those where a curve can be more dangerous than normal. Therefore you need to know it with more advance warning than normal.

✦ Warning (“Careful!”). This warning happens before specifying the next obstacle. But its nature makes the probability of an accident that much greater. In general, it also indicates when there is some event that interrupts the “pace” of the course. For example, if up to now it has been covered with a certain average speed, then continuing at that pace would cause, almost inevitably, the obstacle to come up on the player unawares and causes him/her to run off the highway or have a worse accident.

✦ Post-curve information: after taking the curve information is offered on the curve, (data outside the curve or on the immediately subsequent terrain). They almost always serve as a caution. Examples would be: “Careful, bridge!”, “Careful, tree!”, etc.

✦ Terrain information: It indicates the type of terrain which you will enter (“...on dirt”, “...on asphalt”, etc.).

✦ Extra information, such as “Careful, jump!”, “Careful, dip!”... On these indications, it is always advisable to brake a little.
Here the game modes enter for several players, classified according to the type of connection chosen.

✦ Appraisal comments. In some curves, the co-pilot will judge the degree of precision and speed with which you have taken it, and based on that will make a comment in that respect.
✦ Messages of encouragement. The co-pilot is also with you in this, and also interested that you keep going all the time. Therefore he will cheer you up in the zones where there is nothing else interesting to point out.

Pro rally-UK 10;11 13/11/00 13:36 Page 20

5 Multiplayer

5.1 Connection types

5.1.1 Split screen

Two players can play in the same computer with split screen. You can select the partition type (horizontal or vertical) and the name of both players.

Because a double graphics calculation is necessary, this mode may run slower in lower end computers. In that case, it is advisable to change the Graphic Options configuration. Similarly, the controls of both players can be configured in the Control Options screen.

5.1.2 (IPX-TCP/IP) Network

Playing on a Network, using the IPX or the TCP/IP protocol. For its operation these protocols need to be installed. For the TCP/IP case, it will be necessary in addition to introduce the direction in which they are connected.

5.1.3 Modem

Modem connection. For that you will need to specify the modem with which you wish to be connected (in case you have several). There are only two parties that correspond with each, the player that creates and the player that joins. The one that creates enters the sessions screen in an auto listening mode so the other one calls him. The one that calls should have inserted the creator's telephone number. If the first one has already been created, the second will enter the game.

5.1.4 Serial Cable

It is also possible to be connected through the serial port cable. Therefore after the physical connections, you need only choose the connection speed.
Except for the split screen, all the modes will stop at the sessions screen, explained below:

5.2 Sessions Screen

Here all the sessions appear which are created under the connection
- In the first window we have the name of the session, preceded by a letter that indicates the session status (open, closed).
Besides this, we have the following buttons:
- Join game, to introduce oneself into the chosen session. You would enter in the Entry Screen.
- Refresh, that allows updating the information of the sessions that are on the server
- Create game. You will need to enter the name of the game and optionally a password. Subsequently, you will go to the Game Creation menu.

Pro rally-UK 10;11 13/11/00 13:36 Page 22

5.3 Creation Screen

Only the creator of the game has access to this screen (that is to say, the player who has chosen “Create game” on the Sessions screen. It has the following elements:

✦ In the central part it has all the Special Stages of the game. You only have to click on them with the left button to include them in the current Rally, displayed on the left part of the screen. It can include a maximum of 30 Special Stages, including School Tests. To clear them, it will be necessary to click on the list of the left.

✦ In the right margin you can access the creation options, that is:

- **New:** It deletes all the Special Stages and Rallies entered, but it leaves the Rules options as they were.
- **All:** Select all the Special Stages (SS)
- **Random championship:** Clicking it is equivalent to generating a completely random Rally.

✦ The lower right part is devoted to the rules that the creator imposes. These are the following:

- **Scoring:** It determines what will count towards winning the Championship. If it is Time, only the time achieved will be valid, and the passage between different Rallies will not be affected. If it is Points, each Special Stage will be given points in agreement with the classification.
- **Damages:** A Yes activates the system for including damages and deterioration of the car. No, will only enable the visual damage, but not the mechanical damage.
- **Number of Players:** a maximum of 99 players is established.
- **Session:** Indicates the nature of the game session. If it is Open, the input of players is allowed. If it is Closed, nobody is allowed to enter.

5.4 Input screen

This is the screen which the players access when entering the game and the creator when he/she has finished configuring the session.

Here the Championship information is shown through the Rally column, the list of players ranked according to their classification, the information of the following Special Stage and the information of the car chosen.

In the same way, the following options will be available:

Rules: Allows you to see the rules established by the creator.

Options: Gives direct access to the options screen, to change configurations without needing to leave the Multiplayer mode.

Change Car: Only accessible at the beginning of the Championship. You can also access it at the beginning of each Rally, but only if the session is Open and not Closed.

Begin: It allows you to pass to the following Special Stage. Only available for the Creator.

Exit: Leave the game session and return to the Session Screen.

Clicking on the Classification window, takes us to another window where the Classification is more detailed. In addition to the players’ name, the partial and total time is provided, as well as the partial and total points and the proportion (that specifies the ratio between the position reached and the number of game sessions played).

Remember, there is also a Chat window available among the players.

Pro rally-UK 10;11 13/11/00 13:36 Page 24

6 Game screen

Once inside the game, we can find the following elements:

✦ Main screen: where the action develops.
✦ Time and Classification (Located in the upper right corner): It shows the time lapsed from the start of the Special Stage, as well as your provisional standing on passing a checkpoint. The player always appears in the middle, between the driver that precedes him and the next one. To the right of the names, the difference in seconds is shown for the player.
✦ Damage: Here 8 icons are represented that symbolise the different parts of the car that can be damaged in accidents or by wear and tear. Their colour indicates their state: Green if it is fine, Yellow if damaged, and Red if seriously damaged. This damage may be fixed in the Service Park.
✦ Minimap: It shows an aerial view of the map portion where the player is racing. It is useful to see the upcoming curves. The player's progress within the stages is shown around the course in a perimeter that is gradually filled as the Special Stage is run. When it is completed, the player reaches the goal.
✦ Speedometer: It shows the motor revolutions per minute, the gear selected and the speed at which the car is travelling.

These data are shown both in the Championship and in Multiplayer mode. In other game modes we find the following changes:
✦ Arcade: The classification is simplified and it becomes the x/10 type. The time is a countdown that it will turn red when 10 seconds remain.
✦ School: Besides the overall time, a countdown appears from the maximum time to attain, a damage indicator and a list of best times.
✦ Time trials: The classification list becomes the list of the ghost times against which you are competing, also ordered by best times.

Pro rally-UK 10;11 13/11/00 13:36 Page 26

7 Credits

Project Manager
David Darnés

Studio Manager
Maria Teresa Cordon
David Darnés

Development Studio
Technical Director
David Broc

Lead Programmer
Alex Martens
With Francisco Tellez

Developer Team:
Pablo Alonso
Luis Cascante
Mercè Castellá
Santiago Esteban
Eduardo García
Juan Renato Moreno
Bernat Pina
Alex Rodriguez
Victor Sánchez
Toni Zamora
David Hontecillas

Info-Designers And Car Behavior Team
Lead Info-Designers
Cyril Deroineau With David Douillard

Info-Designers Team:
Frederic Monot
Nicolas Knepper

Graphic Studio
Graphic Studio Manager
Javier Flores With Sandra Vaquero

Artistic Director
David Lopez

Graphic Team:
Patrick Fodére
Marta Freixas
Rafa Garrès
Xavi Gordillo
Santi Gutierrez
Oscar Jimenez
Ricardo Peregrina
Alberto Rodriguez

Storyboard Original Idea
Patrick Fodére With Julio Del Rio

Integration
Xavier Le Dantec And His Team

Game Designer Studio
Lead Game Designer
Zoran Milisavljevic

Game Designer Assistant
Javier Soto

Sound And Music Studio
Audio Production Manager
Sylvain Brunet

Artistic Director
Manu Bachet

Music By Brut Orquestra And Mixed By Cédric Champalou

Lead Sound Designer
Joan Trenchs

Sound And Voices Recording:
Oscar Araujo Productions (Bcn Studios)

Spanish Voices: Alfonso Vall"S
English Voices:
French Voices:
German Voices:
Italian Voices:
Portuguese Voices:

Lead Data Manager
Eduard Serra With David Houssin

Localization Studio
Localization Manager
Coralie Martin

Localization Team
Xavier Kemmlein
Jean-Sebastien Ferey

Test Studio
Studio Managers
Eric Tremblay With Vincent Paquet

Test Team:
Eric St-Jean And His Team

Marketing
International Marketing Manager
Domitile Doat
Sebastien Puel

International Marketing Assitants
Xavier Lacarrière And Thomas Legrand

Marketing Team
Spain: Oriol Rosel
United Kingdom: Jim Hill
France: Igor Manceau
Germany: Nicole Hechler
Netherlands: Marcel Keij
Italy: Christian Born

Pro rally-UK 10;11 13/11/00 13:36 Page 28

Worldwide

Studio Managers
Montreuil
Christine Burgess

Quality Assurance
Serge Hascoet With Thomas Belmont

Production
Gerard Guillemot

Publisher
Yves Guillemot

Development
Michel Guillemot

Special Thanks To:
Julien Bouvrais, François Karr, Marc Ordinas, José Piquer, Toni Cáceres, David Reyes, Fernando Solano, Julio Del Río, Rafael García, Josefina, Miiguel Pérez, Josep M Guitart, Sergi Garcia, Jordi Viñas, Xavier Segura, Rafael Duyos, Moises Gimeno, Dani Gimeno, Police Of Torello.
And All The People Around The World Who Have Been Involved In The Project
(France, Rumania, Morocco, Canada).

Guarantee

Ubi Soft guarantees this PC disk against any defect for a period of ninety (90) days from the date of purchase.
If a manufacturing defect appears during the guarantee period, Ubi Soft will repair or replace the defective disk free of charge. To take advantage of this guarantee, please return the disk to your local retailer with a proof of purchase.

If a disk is returned without proof of purchase or after the guarantee period has expired, Ubi Soft will choose either to repair or
to replace it at customer expense. This guarantee is invalid if the disk has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

Technical support

UBI SOFT UK TECHNICAL SUPPORT
On-line Support Options
Ubi Soft offers several on-line support options for their software products. One of these is our website at: http://www.ubisoft.co.uk/support/
If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk
Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem, and sound card.

Other Support Options
You can also contact Ubi Soft Customer Support by phone and fax. When you call, please have all of the above mentioned information ready.
Phone: 020 – 8944 9000
Fax: 020 – 8944 9300
Hours: Monday through Friday 9.30am – 5.30pm GMT
Mailing Address:Ubi Soft Entertainment Ltd.
Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX, UK
(Calls cost 60p per minute. Please ask bill payer for permission)

Pro rally-UK 10;11 13/11/00 13:36 Page 30

4ème de couv